APE ESCAPE – OVERVIEW AND KEY FEATURES

Ape Escape is the first 3D platform action adventure game to be designed exclusively for use with the Analog Controller (DUAL SHOCK™)!

The story so far….

The Professor has worked for many years to discover the secret of Time Travel and now he is close to achieving his goal with his latest invention – The Time Station. Two boys, Spike and Buzz, come to visit the Professor in the hope that he'll let them be the first ever Time Travellers, but when they arrive at his laboratory they find him and his granddaughter Katie tied up and the room filled with hundreds of monkeys on the rampage.

Some time earlier, a monkey called Specter escaped from the zoo and stumbled across another of the Professor's old inventions, the 'Peak Point Helmet'. It's a device used to harness the mind and increases its capacity – in short, it makes the wearer really intelligent. This might have been okay for a human, but used on a monkey it proved disastrous, changing Specter from a sweet mischievous animal to a power-mad monster who has set his mind on ruling the world. The first thing Specter did was release all the other monkeys, then he and his ape army lay siege to the Professor's laboratory, tying up him and Katie.

Spike and Buzz arrive just as Specter's monkeys follow him into the Time Station. The two boys get caught in the blast from the Time Station and are dragged into the Time Vortex. Eventually, the Professor and Katie struggle free and manage to trace Spike – he's trapped in the Prehistoric era!

If Specter and his monkeys aren't stopped, the monkeys will make themselves the dominant species and history will be changed forever. Alone and a million years away from home, Spike must help the Professor capture all the monkeys and stop Specter from taking over the World…

Key Features:

- The first game ever to be designed solely for the Analog Controller (DUAL SHOCK) – use the left stick to control the character's movement and the right stick to operate all of his gadgets and weapons. Press down on the sticks to crawl towards targets or dive deep into the sea!

- 20+ complete 3D levels (across 8 Worlds) set in a variety of environments throughout time: prehistoric jungles, snowy pistes, fairgrounds, tropical beaches, caves, futuristic and more!

- Training rooms help players learn how to use each of the Professor's unique inventions to their best advantage

- Hoards of madcap monkey animations: watch them run amok, dance, operate machinery, even relax with Tai Chi! Each monkey has its own individual name, personality and skill levels – some are slow and stupid, some alert and able to make a quick get-away!

- 3 bonus Mini Games including 2-player games and loads of secret levels.

- Tonnes of gadgets and tools to collect throughout the game: slingshot, hula-hoop, monkey-net, underwater propulsion unit, sky-flying propeller, radio-controlled car, monkey radar, tank, and rowing boat – all designed to maximise the versatility of the Analog Controller (DUAL SHOCK).

- Highly intuitive control system suitable for first-time players and children as well as advanced gamers.

- Superb implementation of the Analog Controller (DUAL SHOCK)'s vibration function, drawing players into a fully-realised new Universe.

- Success on each level is achieved through the completion of both immediate and long-term goals. Players can work their way through the game to collect all their gadgets and then travel back to fully-complete each level.

- Games localised into English, French, German, Italian and Spanish.

The Characters

SPIKE

Age:	10	Spike loves hanging round the Professor's laboratory to see what the old man might come up with next. When he learned that the Professor had completed the construction of the World's first Time machine, Spike couldn't wait to see it!
Height:	135cm	
Weight:	32kg	

THE PROFESSOR

Age:	60	Since he was a child, the Professor has loved tinkering with gadgets. Now he's growing older he tends to be a little careless, leaving his experiments lying around for anyone to stumble across. He relies on his granddaughter, Katie, to make sure he doesn't get himself – or anyone else – into trouble. Though he's worried about Spike, he's secretly thrilled that the Time Station actually works!
Height:	170cm	
Weight:	80kg	

KATIE

Age:	14	Katie lives with her grandfather and tries to keep him out of trouble. She's very impatient and her grandfather's untidiness annoys her, though not as much as Spike, who's always hanging around and getting in her way. She's brilliant with computers and both Spike and the Professor are relying on Katie to keep the Time Station working long enough for Spike to make it home safe.
Height:	155cm	
Weight:	?kg	

BUZZ

Age:	10	Spike and Buzz have always enjoyed a little good-natured rivalry, so it's not surprising that both of them wanted to be the first to use the Professor's Time Station. But while Spike tries to save the World from the monkeys, Buzz is lost in the Time Vortex – where can he be? What has happened to him?
Height:	138cm	
Weight:	34kg	

SPECTER!!

Age:	4	

Height:	125cm	Specter used to live at the Circus where he'd keep people entertained by performing tricks and getting up to mischief. But this all changed when he found the Professor's Peak Point Helmet. He became hyper-intelligent – and evil! Now all he wants to do is rule the World, and Spike must do everything he can to stop him!!!
Weight:	28kg	

The Monkeys

The monkeys gain their intelligence from the Peak Point Helmets that Specter stole from the Professor. Although the helmets help them greatly, they can also help the player! On top of each helmet is a light. The light will flash according to what mood the monkey is in, and players can use this as an indication of when it is safe to attack a monkey.

If the light is BLUE it means the monkey is calm. If it's YELLOW, it means the monkey is on guard and alert. If it's RED it means it's seen the player and is in a state of panic! If the lamp is RED, players must be careful – the monkey might turn violent and attack !

KNOW THE MONKEY'S PERSONALITY BY THE COLOUR OF ITS PANTS!

It's true! The colour of a monkey's pants will tell the player its personality!!

- Monkeys in YELLOW pants are common, normal monkeys.
- Monkeys in RED pants are strong attackers – be careful!
- Monkeys in BLUE pants are very fast runners – catch them before they get away!
- Monkeys in WHITE pants have excellent balance.
- Monkeys in GREEN pants have sharp vision – they'll notice you from a distance!
- Monkeys in BLACK pants are dangerous & wild. They usually wear shades and carry weapons.
- Monkeys in LIGHT BLUE pants are very gentle. Don't bully them too much!

There are some monkeys that you won't be able to catch without the aid of some of the Professor's other gadgets. Sometimes, you'll have to wait to get a new gadget, then return later to catch them.

"MONKEY BOOK"
By selecting this icon players can open the Monkey Data Select Screen and learn more about all of the monkeys they've captured.

Each Data File gives the following information:

• **Monkey Name:**	The individual name for each monkey
• **Monkey Level:**	Each monkey is allocated a level. The higher the number, the stronger the monkey will be – watch out!
• **Speed:**	Rated out of 5 – 1 is very slow, 5 is ultra-fast!
• **Attack:**	Attack Power rated out of 5
• **Alert:**	A low Alert score means players can easily sneak up on this monkey; a high Alert score means you might have to find other ways to take him by surprise.

Useful Tools and Gadgets

Essential tools:

THE STUN CLUB

This is a vital tool for the players protection. The right stick is used to control the movement of the Stun Club – it will strike in the direction that is pressed, or the right stick can be revolved to move the Stun Club in a circular motion, to protect the player on all sides!

THE TIME NET

This is another very important tool, as it is used to catch all of the monkeys. Like the Stun Club it can be used in any direction or circled around.

Useful Gadgets

THE WATER NET

This gadget is used to catch monkeys that have learned to swim.

THE MONKEY RADAR

The Monkey Radar is a gadget for finding monkeys. Players must listen to the sound of the radar – it goes higher in pitch when it has located a monkey, and the closer the player, the louder the sound.

THE SLINGBACK SHOOTER

This gadget is used to destroy or stun enemies from a safe distance away.

The Slingback Shooter uses 3 types of bullet:

- Normal bullets –Players can fire unlimited shots with these, though they might not be strong enough for some of the stronger enemies
- Flash bullets – These will explode on impact.
- Guided bullets - The guided bullets in the Slingsback Shooter consist of 3 rounds to one set. Though they are useful for taking out more than one target at a time, there's no guarantee it will hit the target!

THE SUPER HOOP

The Super Hoop can be turned into a dash shield by quickly rotating the right stick around and around. While it's a dash shield, players can run quickly and collide with the enemies.

THE SKY FLYER

A great invention to take the player higher than a jump.

THE RC ("RADIO-CONTROLLED") CAR

A gadget to surprise enemies by hitting them with a RC Car The car can be used to trigger floor switches too – what a great gadget! It can even be used to recover important items.

THE MAGIC PUNCH

The Magic Punch is an extending fist. Like other gadgets, it can attack and get items.

Visit the Ape Escape Website:

www.playstation-europe.com/ape-escape

Developer: Sony Computer Entertainment Inc.	**Genre:** 3D Platform **No of Players** : 1
Peripherals: Analog Controller (DUAL SHOCK) Compatible only, Memory Card	